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<b>Exit</b>  <b>Area</b>	<b>Direct</b> Fire <b>C</b> 	<b>Direct</b> Move <b>C</b> 	<b>Replace</b> Periscope	<b>Fire</b> AAMG <b>C</b> 	<b>Pass</b> Ammo <b>A</b>	<b>Reverse to</b> Hull Down <b>D</b> 	<b>Forward to</b> Hull Down <b>D</b> 	<b>Forward</b> <b>D</b> 	<b>Repair</b> Main Gun <b>G</b>	<b>Change</b> Gun Load <b>L</b>	 x2 Smoke	<b>Repair</b> Co-Ax MG <b>L</b>	<b>Fire</b> Co-Ax MG <b>G</b> 	<b>Rotate</b> + Fire <b>G</b>	 HEAT

Moving 	Building 	NVtW  x1	NVtW  x3	Overcast 	Falling Snow 	Close Assault 	Fog 	Spotted 	Advance Fire 	Advance Fire 	Advance Fire 	Artillery Support 	Spotted 	Schurzen 	Turret 
Moving 	Building 	NVtW  x2	NVtW  x4	Rain 	Ground Snow 	Deep Snow 	Mud 	Spotted 	Advance Fire 	Advance Fire 	Advance Fire 	Air Strike 	Spotted 	 Hull	

								
<b>75 s</b>	<b>75</b>	<b>75 L</b>	<b>88 L</b>	<b>88 LL</b>	<b>75 LL</b>	<b>50 L</b>	<b>75 s</b>	<b>50</b>